

February 1985

# TAIG

## TWIN CITIES ATARI INTEREST GROUP

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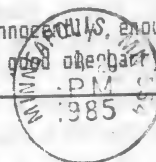
### President Has Gone Crazy

Hi there, fellow Atarians. Just thought I would drop you line and see what you all been up to. As you can tell by the title of this column, I am not exactly in my right mind. Of course, some of you have suspected that for years. I suppose you are wondering what is driving me crazy? Well,

it is a stupid game called, of all things, Bounty Bob Strikes Back from Big Five Software. This sequel to Miner 2049er is not deserving of the name sequel, since most sequels are not as good as the original, right? This one is much better than the original!

It all started innocently enough, Igor Stravinsky, User Friendly and good ol' Barry

Twin Cities Atari Interest Group  
684 Queen Avenue South  
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*Next Meeting*  
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*TAIG 7:00 PM*

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game in. "Wow!", I cried. With the current dearth in software for our beloved machine, I was quite willing to buy almost anything that came out. He handed me this green package and snickered something about my doom being at hand. Immediately, I rushed home to try this thing out and I saw that it was a Miner 2049er type game (I did not look at the package to see what it was, after all, it was NEW!).

Plugging in this cartridge turned out to be no problem, I finally remembered where to put this thing in. It had been that long. Ok, I says to myself, lets beat this game cold. I am an expert at the original, this thingie can't be too tough, right? Wrong. There are 25 levels of play to this thing and there are 4 different difficulty levels. One or two people can play, but, since my dog still has not learned to use a joystick without chewing on it, I played alone. All I am going to tell you is, that after having this stupid blasted game for 4 weeks, I have not gotten past level 10!! And to add insult to injury, I had to have a 9 year old girl show me how to get past level 8! AND EVEN WORSE!! Bob Floyd he SPACE president is even up to level 12!!!! Now I know I am losing my touch. Oh well, guess I am gettin old. Hopefully by the meeting, I will have gotten to level 25, any takers?

Ok, now is the time for the serious stuff. This users group is having officer elections in April, come rain or shine. I am making my announcement now, I AM NOT RUNNING AGAIN FOR ANYTHING. It is not that I don't want to, but, that I don't have the time to do so. I feel the group would be better off with fresh blood up there. Most of my time now is being occupied with beating that stupid game and doing some programming work for a few companies. Now, you are probably wondering what it would take to be President, right? Not much, after all, I was president for a couple of years. Actually, you do not need to be a computer genius or a super manager. This group is just a bunch of people gathered to promote Ataris and help owners of the machine. A complete novice could do what I have been doing and most likely do a better job of it. Of course, if you don't want to be President, there are some other positions available, like Vice President, Treasurer, and Secretary. These are our elected posts, please give some consideration to running for one of them. Remember, our group is only going to go as far as our members participate.

I am pleased to announce the formation of a sub-branch of our group. This branch is calling itself N.A.G.S. and will be meeting on the third wednesday of every month at User Friendly. The first meeting will be before you get this newsletter but the next one will be in March. The main purpose of this group was to provide a meeting for those people who live in the northern section of town. The members of this group will be members of TAIG and receive all the goodies that you people do. Of course, you are all welcome to come to this meeting also if you like. One of the biggest things I am hoping branches will do for our group is bring in new people who were daunted by joining the main one because it was too far away. If you would like

to form others in your local areas, go ahead. The dues for the branches is really for TAIG and this will also help bring in new money for the group to do things.

Speaking of money, our dues are going up on the 1st of March. No longer will it be \$10 but now it is \$15. So, if you want to save yourself five bucks, time to join up quick!! Hopefully, with this money, we will be able to plan better things to do, things that cost us money. Like Gamefairs??? (ya know what I mean, trophies and things.)

Well, because of my time constraints, I was not able to persuade Atari to send someone up here and give us a demo of their new machines. Maybe we could get a machine later on for the March meeting, but, don't count on it. Also, I want to correct something that I said about the new ST's. I mistakenly thought the drives were going to be coming with the machine. No, they are extra. How much? Rumors are \$100 and \$200 for the 250k and 500k drive respectively. We shall see. I am going to get one of these machines as fast as I can so I can play with it. When I get one, I am sure that I will tell you all about it (If I can get myself away from Bounty Bob!).

That is all for this month that I want to talk about. See you all at the meeting.

## FREE COMPUTER

The club need someone to take over the club computer. This is a 400 with 48K and fastchip. It is idea as a backup computer for the kids or if you what to try starting up a BBS. You must be a member and must make sure the computer is at each meeting. See Dick Johnson at the meeting if interested.

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### ATTENTION:

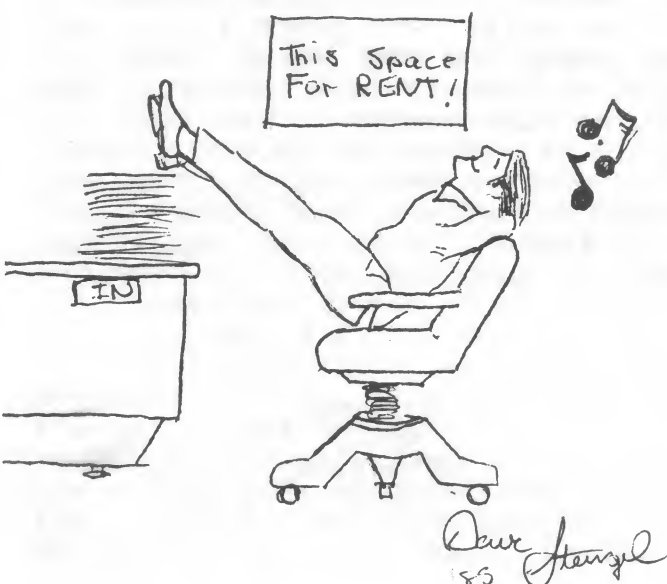
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Phyllis & Gordy Landsman

Son Of ED  
by Dave Stengel

There is not a heck of a lot I would like to talk about, so I will make this short. We have developed a new feature for the newsletter. I call it the crossword puzzle. There just happens to be one in this month's newsletter. It was done with a program called Crossword Magic. It turned out pretty good. The puzzle inserted in this month's newsletter came on the disk. If you find yourself in a creative mood sometime in the near future, please design your own crossword puzzle either on that program, if you have it, or write it down on paper. If you like, just write down the lists of clues and answers and we'll do the rest. Wow! Now, aren't you motivated? If you have not heard, I can now download articles off the BBS, when it's up. Please write it on Atariwriter or a compatible file, if possible. I'll except anything, so you do not have to meet those standards. It is only common courtesy to thank the people who have already sent articles. To you I take off my hat. Well, I hope you like the newsletter. Please let us know how you feel. Take care.

## Behind the scenes.



ADVENTURING  
by Dave Stengel

Well, I still have not received any requests or questions on any adventure. If you happen to enjoy a column like this, you will send a request of some sort. Otherwise my column will last about three newsletters, tops. But anyways, on with the show. Even though there were not any requests for these, I will give answers for ZORK II, DEADLINE.

One of the puzzles, in ZORK 2, that I found to be difficult was at the well room. You're probably wondering how that bucket is used. A very good question. Remember that ford that you crossed in the beginning? Well you must get the teapot from the gazebo and go back to the stream. There you fill the teapot with water and return to the well. Get in the bucket and pour water in the bucket and it will rise to the top. Take the water out and it descends to the bottom. Once you are at the top, there are even harder puzzles to solve. Write me if you want the answers.

DEADLINE is a cruel adventure indeed. A few hints on solving the game can help, and are almost needed to solve the game:

1. Look the calender over real well. In fact turn the page.
2. Ask the gardener about his flowers at about 11:00 to 11:30.
3. Read the second section of the newspaper.

If you need direct answers for these or any other puzzles, call.  
(475-1472)

One more thing. I have answers for such games as:

Mask of the Sun  
Serpents Star  
Enchanter  
Sorcerer

and more.....



Basic 2  
by Dave Stengel

Last time I discussed the ever wasteful (most of the time) REMark statement, and the widely used GOTO and PRINT statements. Hopefully you understand how to use these statements in a program. Just to remind you, here is a sample program from last month's newsletter:

```
10 REM *** THIS IS A SAMPLE ***
20 PRINT "MY NAME IS ED."
30 PRINT
40 GOTO 20
```

You probably have noticed that I did not type anything in quotes after the PRINT statement in line number 30. This will print a blank line. The program above is known as a loop. It starts at line number 20, since the REM does not perform a function but is only used to place footnotes inside the program, and goes to line 30 and then 40 and line 40 instructs the computer to go back to line 20 and do the whole process again, like a loop.

Now that we have reviewed what we have learned, I will attempt to teach you something that you haven't learned (If you have learned it, I didn't teach you it). You may remember variables from algebra class in ninth or tenth grade. Well they reappear in BASIC programming and are necessary in almost every BASIC program. If you may recall, a variable is a letter that stands for a number, such as X or Y.

With a variable you may assign any numerical value (within reason) and use it over many times. For example:

```
10 LET X=20
```

or

```
10 X=20
```

You may or may not wish to use the LET statement, both examples do the same function. So, if you were to PRINT X, the number 20 would be printed on the screen. Neat, eh?

Variables can also be made to print characters, but not by themselves. They must be accompanied by a dollar sign (\$). It's new name is string. This is how it's used:

```
10 A=20
20 N$="JOE SHMOO"
30 PRINT
40 PRINT "MY NAME IS ";N$
50 PRINT "MY AGE IS ";A
```

When you RUN the program, you get something like this:

```
MY NAME IS JOE SHMOO
MY AGE IS 20
```

Notice the semi-colons at the end of the quotation marks? Those are necessary if you are going to print a variable or string after it. Just as an extra that may come in handy, try using the statement GR.O in the program:

```
10 GR.O
20 REM ** SEE HOW DUMB THESE ARE **
30 X=1
40 M$="MARCH"
50 REM
60 PRINT "IT IS ONLY ";X;" MORE"
70 PRINT "MONTH UNTIL THE ";M$
80 PRINT "USERS MEETING !!"
90 END
```

The END instructs the program that it has come to the end of the program. It also is not necessary but serves its purpose. You're probably wondering why I even bother to use variables. Why don't I just put the number and the string into the print statement? So I can alter the program more easily. I can also insert a new value for N\$ or X anywhere else in the program. I've had enough of being a teacher for today (yes, today). Have fun. Bye. Get lost !! Just kidding.

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could  
advertise  
here!



ATARI ONLINE  
By Mark Nelson

The following is the beginning of a new monthly column, "Atari On-line". The column will be of help for beginners and will also provide reviews on anything from modems, to different BBS's, to modem programs, to bulletin board programs. Almost anything that has to do with telecommunications could appear in this column. I am also allowing any input. If you have a question that is begging for an answer, you can ask me and I will try to publish it in this column, and then answer it. Of course, you do not have to give any names.

For me, it all began around 3 years ago. It was December the 15th 1981. There it was....my brand new Atari 800 with 16k. WOW! And with it, a Atari 810 disk drive. And do you know what? I only paid \$800 for the computer-what a deal! Exactly one year later, I had received my C. Itoh 8510a printer. Now, all I needed was a modem. Well, one day as I was working, I decided put the money I earned toward a modem. Not an expensive one, but something to get me started. My first modem was a Volksmodem. It cost me \$59 and an extra \$11 for the cable. From that day on, I've been rapped up in computers, modems, and anything else that has to do with them. A modem makes things exciting. At least it seems to. Anyways, that is all it takes....and it's well worth it.

Okay, I did it....I bought myself a modem. Now what do I do with it? For now, I'm assuming that you have a non-autodial modem. Which is just that. Modems that autodial allow the user to enter the number he wishes to dial using the keyboard, and then it dials for you. But with a non-autodial modem, you have to dial and then flick a switch. This switch is usually known as the Talk and Data switch. (Or something like that). To get on a bulletin board, you have to call the board, wait for a high pitched tone, then flick that switch, and, wow, you are on! Of course, you must have software

which runs, or drives, your modem. But it is not hard to find and very inexpensive as most of it is public domain. If you need any of these, the T.A.I.G. program library should supplement you with a fair program and from there you can get better programs by downloading them off of other BBS's (Bulletin Board Sys). Downloading is what allows the user to receive a file from the BBS that they are on. Or in other words, the BBS is 'sending' you the program.

Now that you know how to call a board, you must get access. Today I am going to explain how to gain access to the T.A.I.G. BBS. After you have made your connection, its going to ask for your full name or your user number. Usually, all you have to do is type "NEW" or hit return and then you will have to fill out a type of application. You usually have to supply this info:

- (1) Your name and address.
- (2) Computer used.
- (3) Home phone.
- (4) A password.

Often other questions will be asked also. However, on the T.A.I.G. BBS you are given instructions on how to gain access. On this BBS, after you are given the main menu, you'll have to hit **P** to leave the system operator (sysop) a message explaining to him/her that you would like access to the board. You'll be required to tell the Sysop the information listed above. After this is completed, all you must do is wait, for about 4 days, until you're validated. After this time period has passed and you have been validated, you may leave messages, upload and download, and other neat things. By pressing '?' you are given a menu and I think you can get more information about the BBS by typing 'H'. I hope this has answered your questions. But if not, give Mark a call at 452-5932 and I will give you a helping hand.

Ed: look for BBS listing included in this months newsletter.

HOMEpac GROUP PURCHASE  
by Dick Johnson

Wizards Work has agreed to arrange a group purchase of HomePac, the new 3 in 1 package that was reviewed in the March Antic and the December and March ANALOG's, all of which were very favorable. The retail price is \$49.95 and will be available for \$35 plus tax, 30 percent off. To order your copy, send a check for \$37.10 to:

Wizards Work  
Post Haste Square  
County Road 18 & 36th Ave.  
New Hope, MN

or leave a check with an officer of your users group. No checks will be cashed until we meet a goal of 20 purchases has been met, and the order sent in. The cut-off date for ordering will be Feb 27. The programs will be at the meeting after that time, or they may be picked up at Wizards Work after March 10th. A short review: HOMETERM, the best of the three, supports 835/1030 modems and uploads and downloads any size file in ASCII mode. It uses Smart Macros which with some modems support auto-redial, Binary downloads from CompuServ and many other features. Currently, it will not support the MPP1000, but a fix is promised. HOMETEXT is a very easy to use word processor which will work with any printer, using windows for menu driven options that can be bypassed after you've become familiar with them. The only thing wrong is the lack of memory for the text. It contains 6600 bytes (2-3 pages). It can link files together, which provides for larger documents. HOME-FIND is a simple database program that requires no previous defining of fields or files. This, unfortunately, works against it, in that no generic searches can be done, plus there is no report formatting. However, it can be used with HOMETEXT in a mailmerge type operation. Even if you do not need HOMEFIND, the terminal program, or word processor is worth it alone. With all three programs, it's a super buy!

Bulletin Board Systems

BBS NAME	PHONE NUMBER
AEK MBBS.....	488-0879
Anoka RBBS.....	427-7774
Alpha-SAM 2.....	920-0384
Captain's Log.....	377-7747
ABBS.....	423-5016
Cedarwood.....	338-1215
Citadel.....	439-1101
Commodities.....	934-5957
Computer Kingdom.....	926-9208
Connection.....	941-9300
C.R. ....	824-2575
C.T.S. Want Ads.....	934-3751
Dark Park.....	420-2819
Deep Thot.....	938-7535
Der Ubergott's.....	533-8790
Digital Newsletter.....	291-0567
Discover Software.....	929-0551
Doghouse.....	432-7668
ELectronic Shopper.....	920-6953
Galactic Bar.....	739-4074
Gambit.....	484-3636
Grapevine-24 Hours.....	454-6209
Great White North.....	590-0689
I.A.L.A.C. ....	423-5048
INN-24 Hours.....	423-5048
Knights Of Round.....	457-4139
Krackline.....	484-5925
Last Dimention.....	636-1618
Metro-Net.....	429-6929
Milly Ways.....	473-3376
Minnesota PGA Golf.....	941-8519
On-Target.....	546-1013
Paul Secret Service.....	473-6668
Pixel's Palace.....	724-7158
Police Station.....	934-4880
Post Office.....	522-3823
P.M.S.-24 Hour.....	929-8966
Revelstone.....	831-1492
Safehouse-24 Hours.....	724-7066
Search Institute.....	870-7905
The Stronghold N.....	588-7856
The Stronghold S.....	431-1612
T.A.I.G. ....	544-9058
Twin City Express.....	778-0506
Valicarr's Castle.....	934-6710
1985.....	792-1985

Ed: Some of these listed my not be up (uuhhhummm). It is best to call these places at night. It would be nice of you to inform us of any changes. Thanx.  
(You notice I put these in because I need to take up space, heh!)

Jupiter Mission  
Neil Bradley

This article is devoted to all us gamers out there. Jupiter Mission is a BASIC program. It is sold in a set of four disks for about 50 dollars. You also get a total of 4 Top Secret disks to help you along when, or if, you get stuck. Jupiter Mission is touted as part adventure and part arcade. The background of the story is that your services are requested by the government to go on a mission to Jupiter, to discover the source of some mysterious radio signals.

The game can be broken into 6 parts, which are:

1. Shooting Asteroids
2. Repair Damage from part 1
3. Navigation/Science Lab
4. Landing Phase
5. Investigation Phase
6. Concluding Phase

Here is a summary of what each part is all about:

1. Arcade Game: the object of this is to shoot incoming asteroids with the aid of your blaster.
2. Repair Damage: is pretty self-explanatory. The way to win this is to use the sound/color combination to produce a "low pitch" sound, and eventually repair the damage by eliminating the sound and colors completely.
3. Navigation/Science Lab: You now have to figure out how to get yourself to the Jupiter system, using a simulation and applying thrust from your engine. Hint: when you're satisfied that you have applied enough (the correct amount) of thrust, use the view mode. Once in the system, you have to investigate Jupiter and it's moons to find the radio signal using your science probes.
4. Landing Phase: When you're sure you have found the signal, you have to 'launch' your landers, and go to the alien base. Hints:

- A. Make at least one orbit of the planet.
- B. The only safe landing area is outside the force-field

5. Investigation Phase: Now that you are here, you must explore the base. Hint: you will take 2 things out of the base.

6. Concluding Phase: is the final portion of the program. This is the arcade-style part of the game, and is not too difficult to complete if you practice.

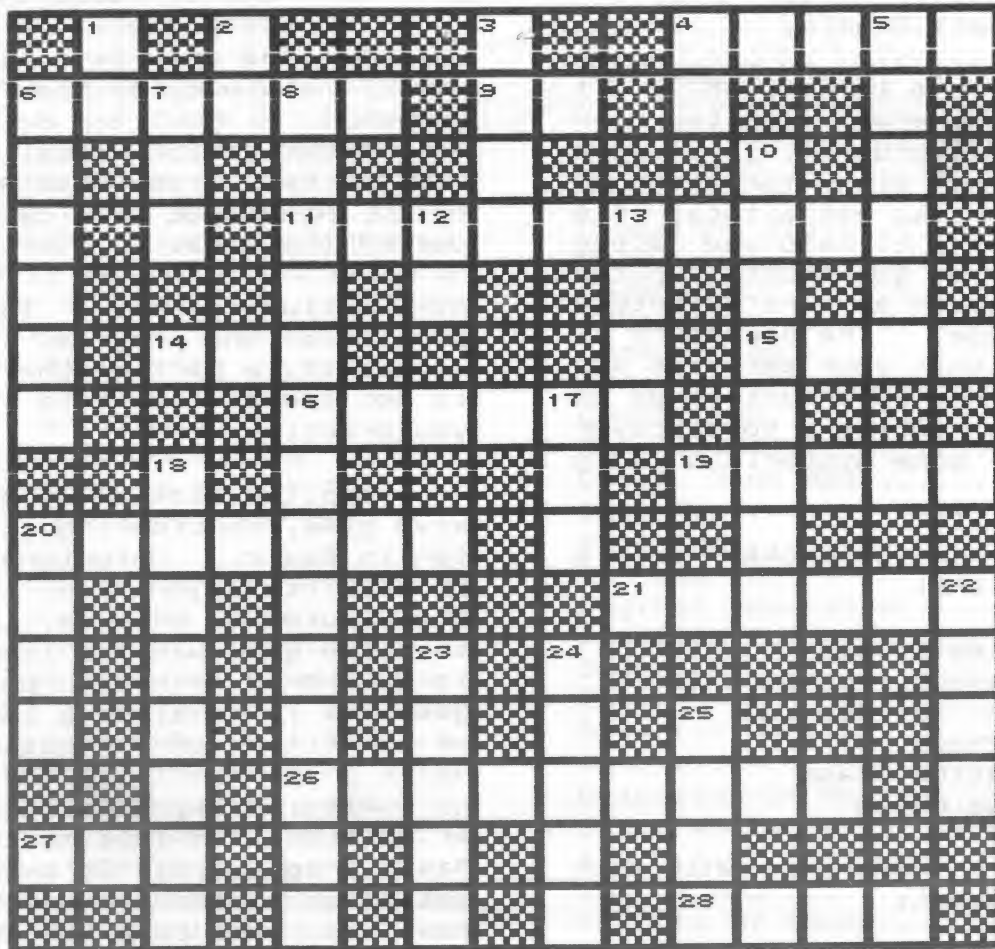
Jupiter Mission is an impressive game, considering it was written in Basic. Unfortunately, this is also its major flaw. It takes a few minutes to execute. I thought that the game was too long. I easily got bored with each phase of the game, as it involved a large amount of repetition of various actions.

All in all, I would say Jupiter Mission 1999 is a masterpiece of Basic programming. It's fun to play but drags on too slow at times. I feel the price is a little high for what you get, as other programs for a similar price offer (to me) more of a challenge. It is not too difficult to complete, and will offer many hours of playing time (40 hrs. for myself). My personal rating is a 5 out of 10.

Ed: I would just like to personally thank Mr. Bradley For this article. He is currently enlisted in the United States Navy and is not able, of course, to come to our meetings, but still enjoys the newsletter. He would like to turn this into a semi game column. We would appreciate any feedback on the matter. If you would like to have your own column and are willing to take on the responsibilities, drop us a line.

Thank you.

# COMPUTERS



## ACROSS CLUES

4. CIRCLE ON DISK
6. TEXT WINDOW UPWARD MOVEMENT
9. GOES WITH "THEN"
11. A PUZZLE IN WHICH WORDS FIT INTO A PATTERN OF SQUARES
14. RANDOM ACCESS MEMORY
15. INPUT OR OUTPUT CHANNEL
16. A PROBLEM DESIGNED FOR TESTING INGENUITY
19. DETAILED GRAPHICS
20. DEVICE USED TO MARK LETTERING ON PAPER
21. LAST NAME OF A NOTED FRENCH SCIENTIST
26. PROGRAM WHICH CONVERTS SOURCE CODE INTO OBJECT CODE
27. SMALLEST AMOUNT OF INFORMATION A COMPUTER CAN HOLD
28. BASIC COMMAND FOR STORING DATA

## DOWN CLUES

1. AN ACRONYM FOR INTEGRATED CIRCUIT
2. IN/OUT TERM
3. EIGHT ---- TO A BYTE
4. IC MANUFACTURER IN TEXAS
5. BLINKS ON SCREEN
6. SEGMENT OF A DISK TRACK
7. READ ONLY MEMORY
8. CREATOR OF CROSSWORD MAGIC
10. DRAWINGS AND ILLUSTRATIONS
12. POWER UP
13. HARD OR SOFT ----
17. LIGHT EMITTING DIODE
18. MEDIA FOR STORING SOFTWARE
20. PROGRAMMABLE READ ONLY MEMORY
22. RUNOUT BASIC PROGRAM
23. LOWEST LEVEL COMPUTER LANGUAGE
24. A COUNTER FOR MEASURING TIME
25. A SPOT ON A TV SCREEN